The Nintendo® COLLECTOR ALBUM

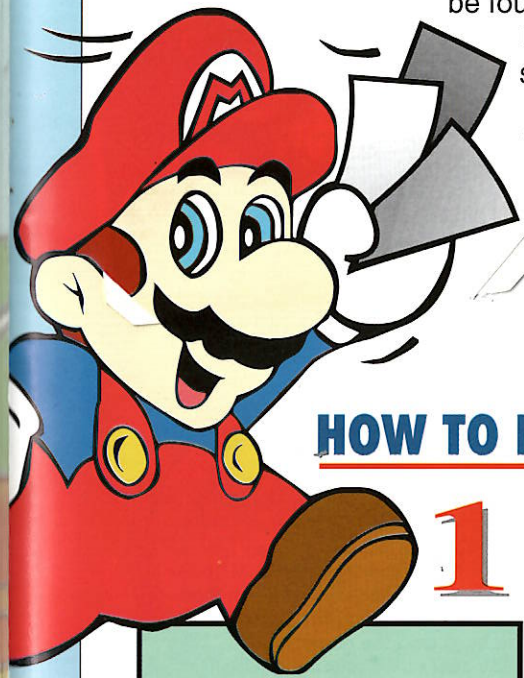
STICKER INTERFACE FILE

Kellogg's FROSTIES

Welcome to the Nintendo Collector Album!

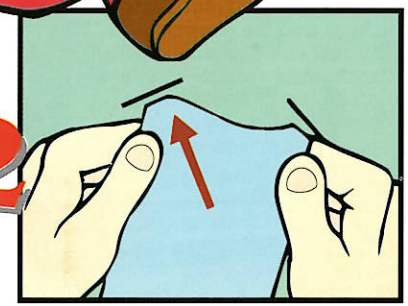
This album is great for displaying all 24 Collector Cards that can be found in special packs of Kellogg's Frosties - and it also can be used to store some of the stickers that you may have collected.

The "Sticker Interface Files" at the front and back of the album are just the place to store your spare stickers while you check out with your friends which ones to swap.

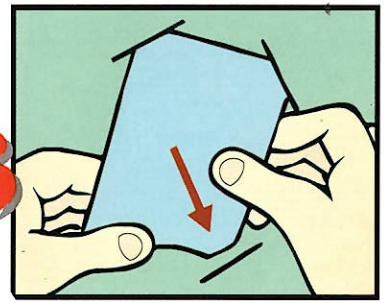


HOW TO DISPLAY YOUR CARDS

1 Find the right space for your card



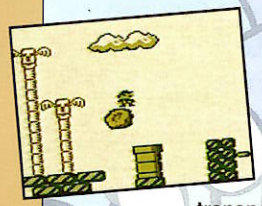
2 Push the top two corners through the slots . . . . .



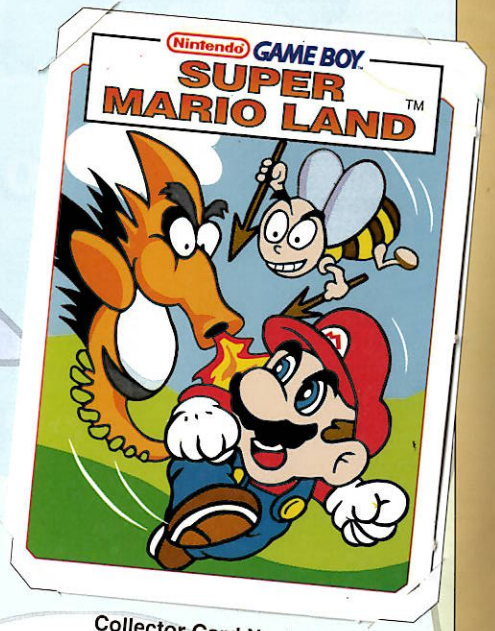
3 Then push the bottom two corners into position.

SUPER MARIO LAND™

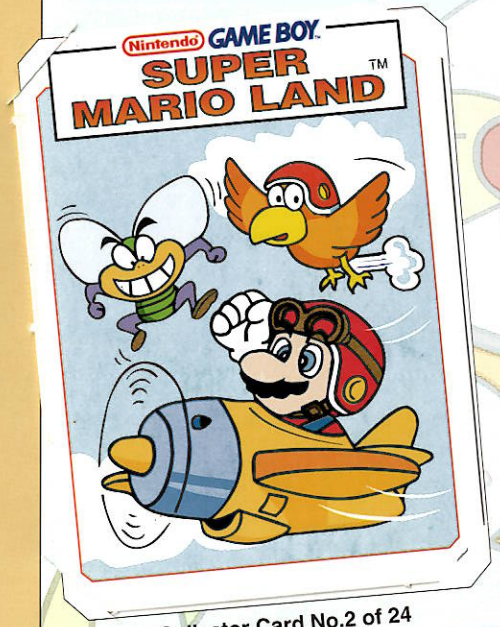
Step into the bewitching worlds of Super Mario Land with our heroic plumber at the forefront of another perilous adventure!



Mario's escapades take him on land, in the skies and deep beneath the waves. Thankfully he has two great new ways of transportation as well as his formidable Super and Fire powers!

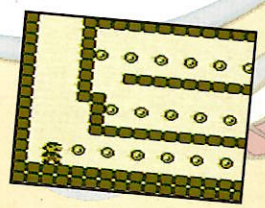


Collector Card No.1 of 24



Collector Card No.2 of 24

At the end of each world, Mario will encounter a boss who he must battle and defeat if he is to journey on towards the next world. The final boss is Tatanga - if Mario can beat him then he can rescue Princess Daisy and win the game!



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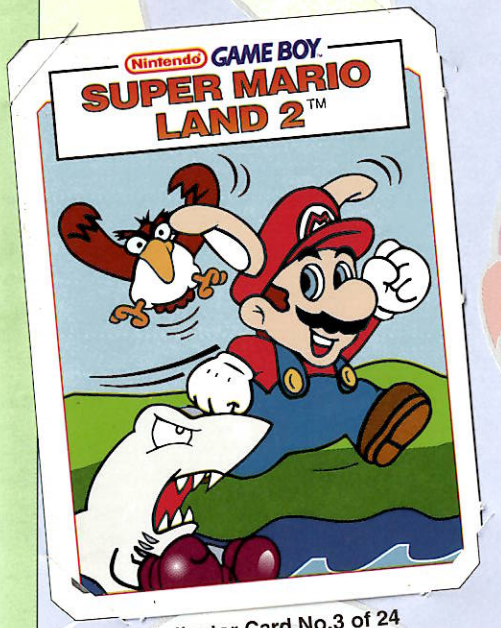
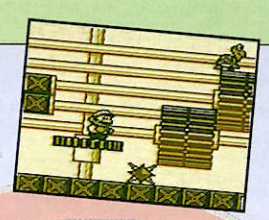


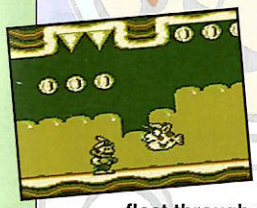
Collector Card No.3 of 24



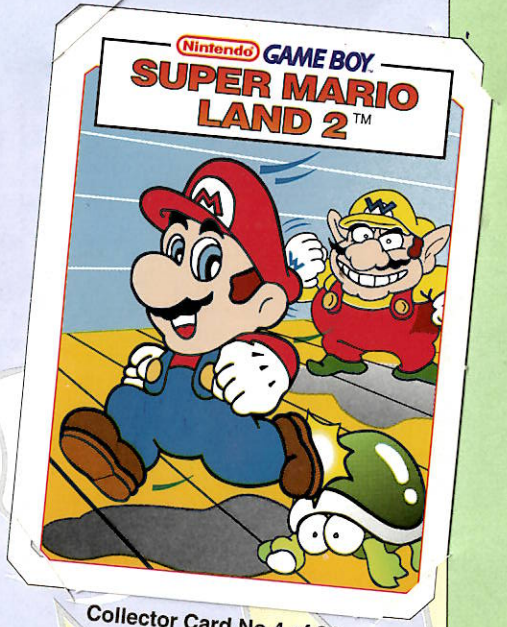
Embark on a venture of daring and intrigue as everybody's champion Mario, returns in a sequel spread over a vast array of action-packed levels.

Super Mario Land 2 sees Mario fighting to get his castle back from the warped Wario. There are six lands to explore, including the underwater Turtle Zone, the alien infested Space Zone and the ghostly Pumpkin Zone!

SUPER MARIO LAND 2™
6 Golden Coins



Super Mario fans will already know about some of his special powers, yet Super Mario Land 2 still holds a few surprises. Mario can now fly, float through space in his space suit and perform a great spin jump that destroys many obstacles!



Collector Card No.4 of 24

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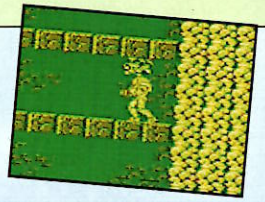
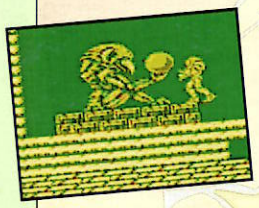


Collector Card No.5 of 24

Enter a fantastic sci-fi adventure, guiding the heroic Samus Aran through worlds unknown. Few would dare take on this terrifying mission - fewer still can expect to succeed!

Most of the adventure takes place on planet SR388, which is a complex maze of tunnels and caverns. From here, the Metroids plan to multiply and evolve into an Earth crushing race, so you can guess just how important it is that Samus succeeds!

METROID
RETURN OF SAMUS™



In Metroid II - Return of Samus, the heroine of the adventure, Samus Aran, must fight the hideous mutants, the Metroids, in a bid to prevent them from destroying the galaxy. As in all of the best sci-fi stories, there's excitement around every corner!

Collector Card No.6 of 24

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Enter the eerie lands of Castlevania, spread across two devilish games. Only Christopher Belmont stands between the Count and a terrible fate for Transylvania.

The first Castlevania game entails mystery, suspense and ghostly stories! The hero, Christopher Belmont, has to travel through many levels of ghoulish action, using his whip and other magical weapons in self defence. Not a game to be played after midnight...

Collector Card No.7 of 24

Collector Card No.8 of 24

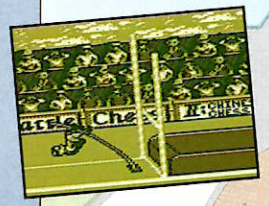
Castlevania™

Castlevania II: Belmont's Revenge returns you to the Count's domain, this time to deal with his emerging threat by destroying his four magical lands. From the heady heights of the Cloud Castle to the funky foliage of the Plant Castle, this is sure to make Christopher a legend if he is to survive.

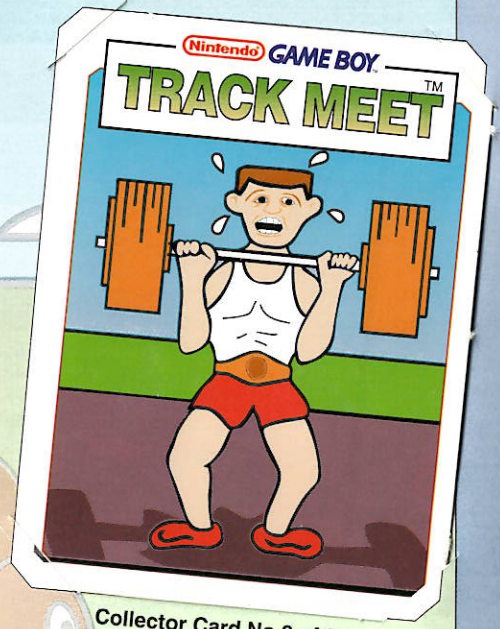
Castlevania TM and Castlevania - The Adventure TM are registered trademarks of Konami Co., Ltd.

TRACK MEET™

Check out your athletic prowess as you strive for the winner's podium in an arena oozing with the atmosphere of a major championship.



Track Meet offers several different field and track events, ranging from the 100m sprint to the testing long jump. There's also a weight lifting contest, so start pumping those muscles!



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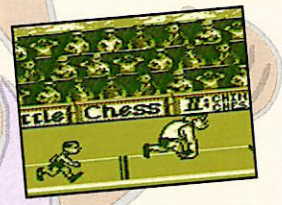
Collector Card No.10 of 24



You're not alone in Track Meet - many other athletes are willing to test their skills against yours! There's Ricky the Barbarian, Irwin B. Cheetin and others, all with different abilities that might just better your own!

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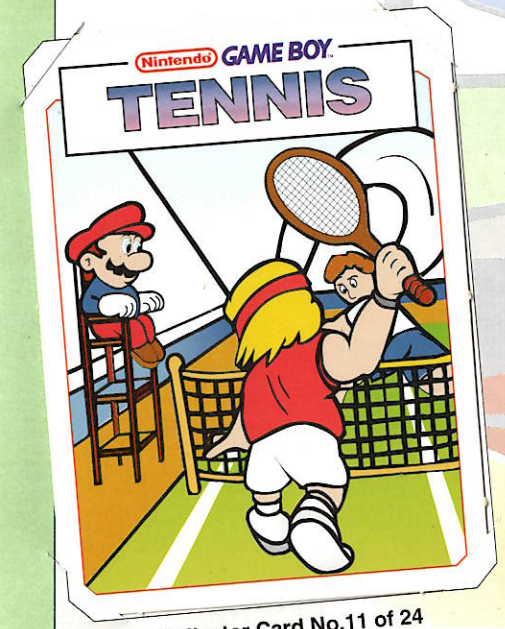
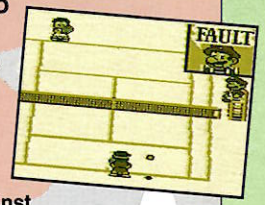
TENNIS



Collector Card No.11 of 24

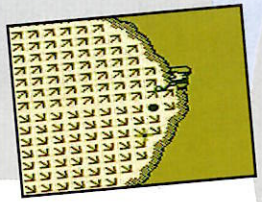
From the green lawns of tennis courts to the hazardous fairways of two testing golf courses, even Mario can be found relaxing with these portable sports games.

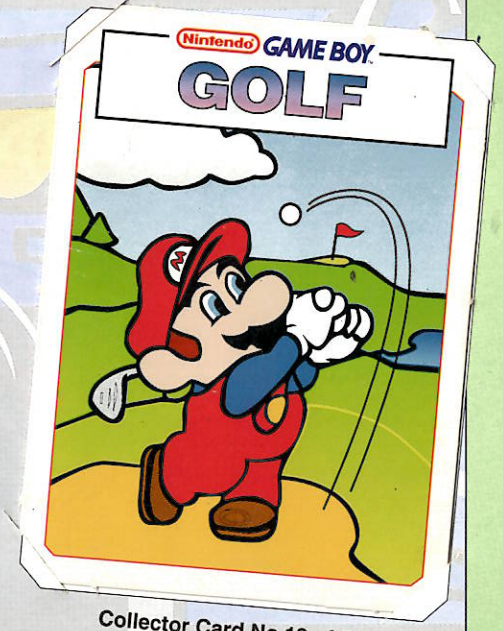


Nintendo's Tennis allows you to pit your skills against talented competitors in a game that's as much strategy as it is skill! Championships are lost on lack of concentration, match points won with speed and finesse. Mario keeps a watchful eye over the game and he won't miss a call!

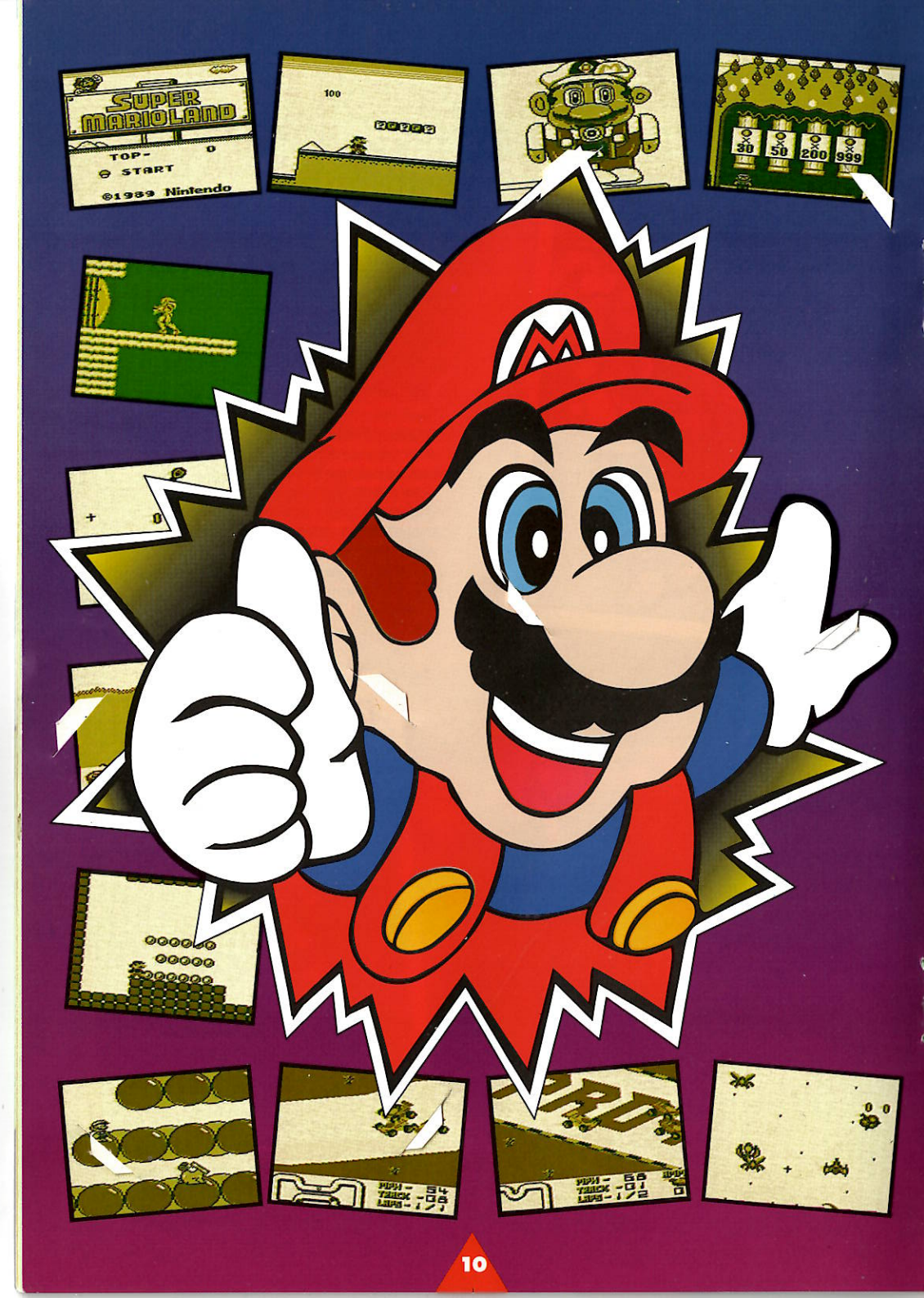
GOLF

Mario returns yet again, this time to relax in a sporting game of Golf. There are two courses, one American and one Japanese, each with eighteen holes that are crammed full of hazards! A full set of clubs allows him maximum control and he's constantly looking out for that elusive hole-in-one!





Collector Card No.12 of 24

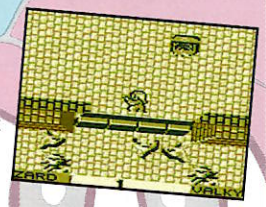

SUPER MARIOLAND
TOP- 0
START
©1989 Nintendo
100
30
50
200
999

DR MARIO
1 PLAYER GAME
2 PLAYER GAME
©1990 Nintendo

GAUNTLET II™

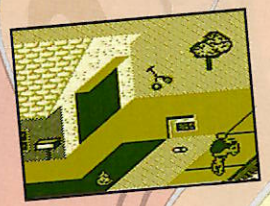
Collector Card No.13 of 24

From surviving the rigours of the morning paper round to exploring the depths of a fantasy world, these are the arcade classics that thrilled a generation!



Take up the challenge of Gauntlet II with wizards, warriors, elves and valkyries and enter a magical arcade adventure! Few can claim to have beaten the many mazes of Gauntlet II - with their many monsters, traps and hazards, there aren't many that survive!

PAPERBOY™



Paperboy is based on the rough riding original in which you have to deliver papers to all of your subscribers while avoiding the many hazards, such as dogs, cars, skateboarders and workmen. It's no cushy job!

Collector Card No.14 of 24

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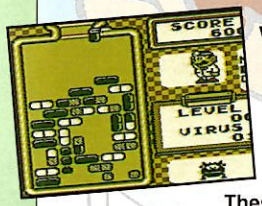
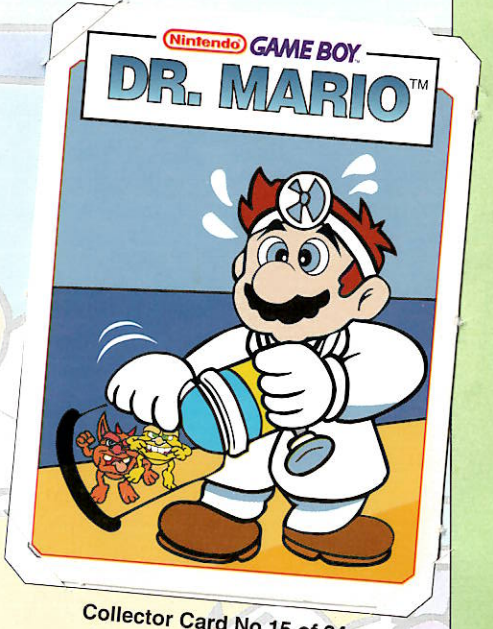
DR MARIO™

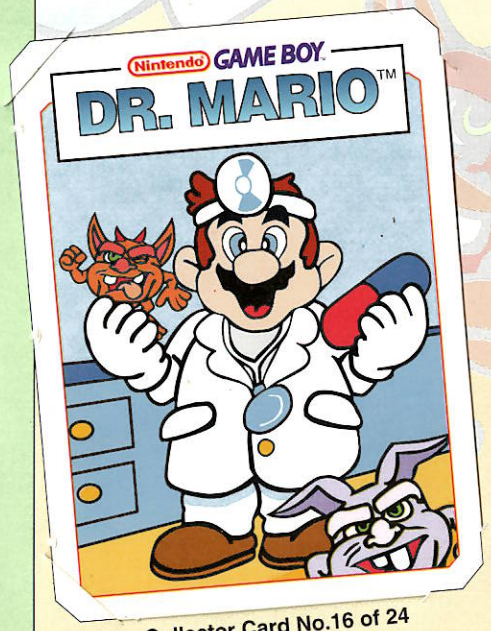
Engage in some germ warfare as you tackle this epidemic in puzzle-like fashion. With so many bugs to defeat, you really have a fight on your hands.



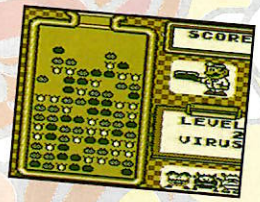
Welcome to Dr. Mario! This time, Mario has to turn his hand to science, defeating the germs that threaten to spill out of their jars using specially developed capsules. These germs don't know when they are beaten - as soon as one jar is cleared, a few more viruses appear!



Collector Card No.15 of 24



Collector Card No.16 of 24



Mario's only chance to destroy the virus is to cover each one with three pills of the identical shade. If he can wipe out three or four at the same time then he will be well on his way to clearing the jar. However, if he fails then the viruses will spill out of the top of the jar and Mario will be thwarted!

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PARODIUS™

Aliens abound in these two space adventures, bringing with them non-stop action and many hair-raising escapades!

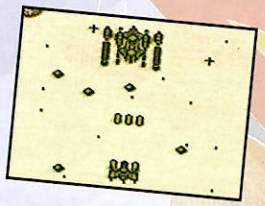
At least some video games don't take themselves too seriously! Parodius offers you the chance to take to the skies as a Penguin, Octopus, or even a space ship and then enter into battle with belly dancers and pirate cats! As long as the aliens don't get the last laugh all should be fine!

Collector Card No.17 of 24

Collector Card No.18 of 24

SolarStriker™

As pilot of the Solar Striker, you have to battle through six alien-infested levels, aiming for the very brain of the Reticulon operation. From deep space to low altitude city flights, these aliens are sure to keep you on your toes!



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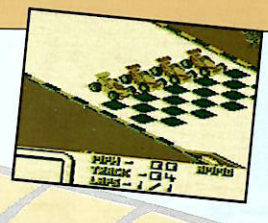
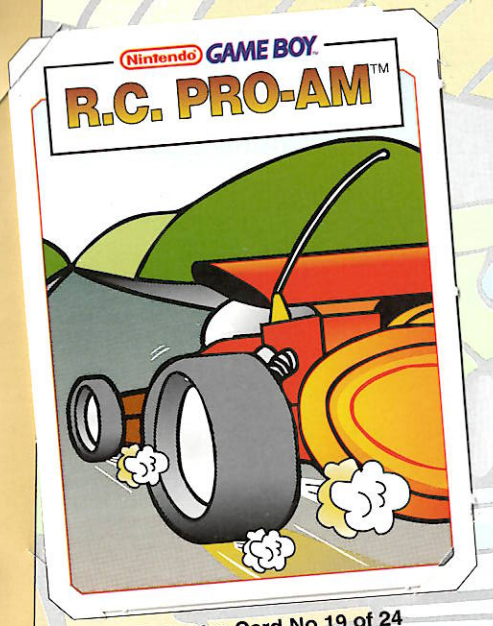


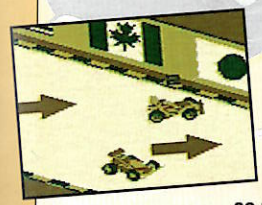


Collector Card No.19 of 24

Prepare yourself to race against three other drivers in your superfast Remote Control car along some of the toughest tracks that Game Boy can throw at you.

F1 racing is all very well yet the thrills and spills of remote control racing are just as intense! The aim is to guide the tiny R.C. car around countless tracks, avoiding the other competitors that stand between you and victory, and steering clear of the oil slicks and floods!

S·U·P·E·R R.C. PRO-AM™



Finishing first is all important in this game - if you end up at the back of the group then you have to sit out the remainder of the races! To increase your chances of victory, you have to collect tyres, engines and weapons as well as the N to O of a very special word which will give you a brand new car!

Collector Card No.20 of 24

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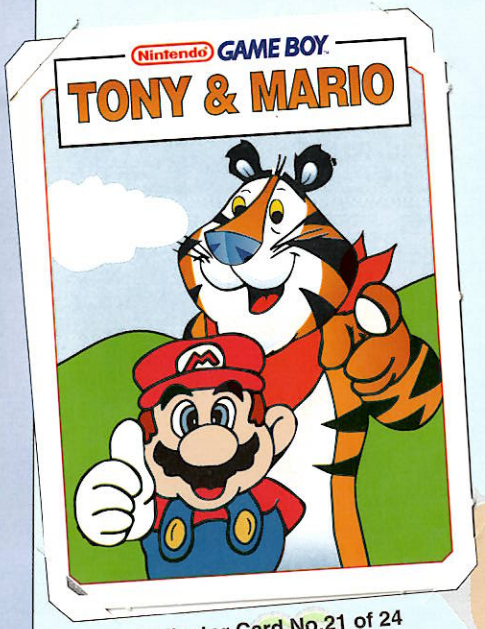
TONY & MARIO

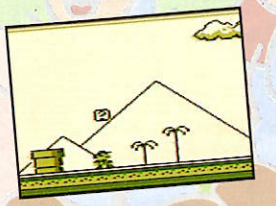


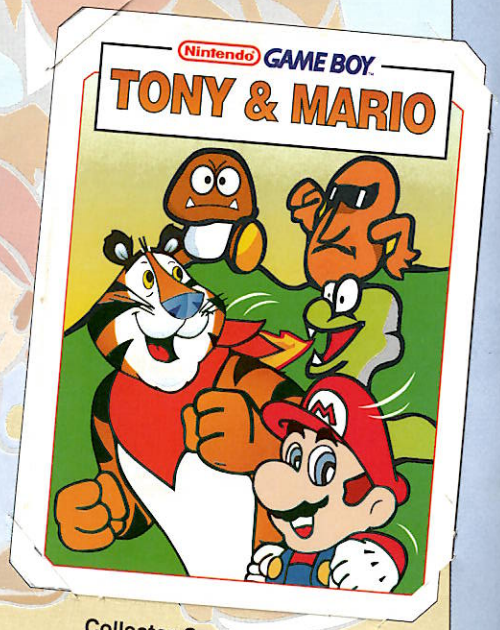
Collector Card No.21 of 24

This celebrated duo are stars of both the small and the big screen, not surprising when you consider the depth of their talents.

Tony will try his hand at practically anything, including wrestling and rodeo riding, while Mario goes from one adventure to another, following his battles with Wario, by playing a round of golf or presenting the championship cups of Formula-1 racing!

When it comes to TV appearances, Tony is a real veteran, having appeared many times in a variety of sports and even a stint with the Red Arrows. Mario has opted for mega-movie stardom, appearing in a full length feature film that features both himself and his brother Luigi in one action packed adventure!





Collector Card No.22 of 24

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TONY IN NINTENDO LAND

Tigers are far-famed for their courage in the face of adversity, but how will Tony fare in these hostile worlds?

Even the dangers of Metroid II - Return of Samus fail to worry this fearless Tiger! Mind you, we don't recommend that he and Samus Aran hang around for a spot of sight seeing - the Metroids are hot on their tails!

Collector Card No.23 of 24

Collector Card No.24 of 24

Has Tony met his match? No way! Just as long as he can get to grips with the controls of this futuristic space ship, then those aliens are toast! I wonder what that red button does...

'Tony In Nintendo Land' is NOT a video game

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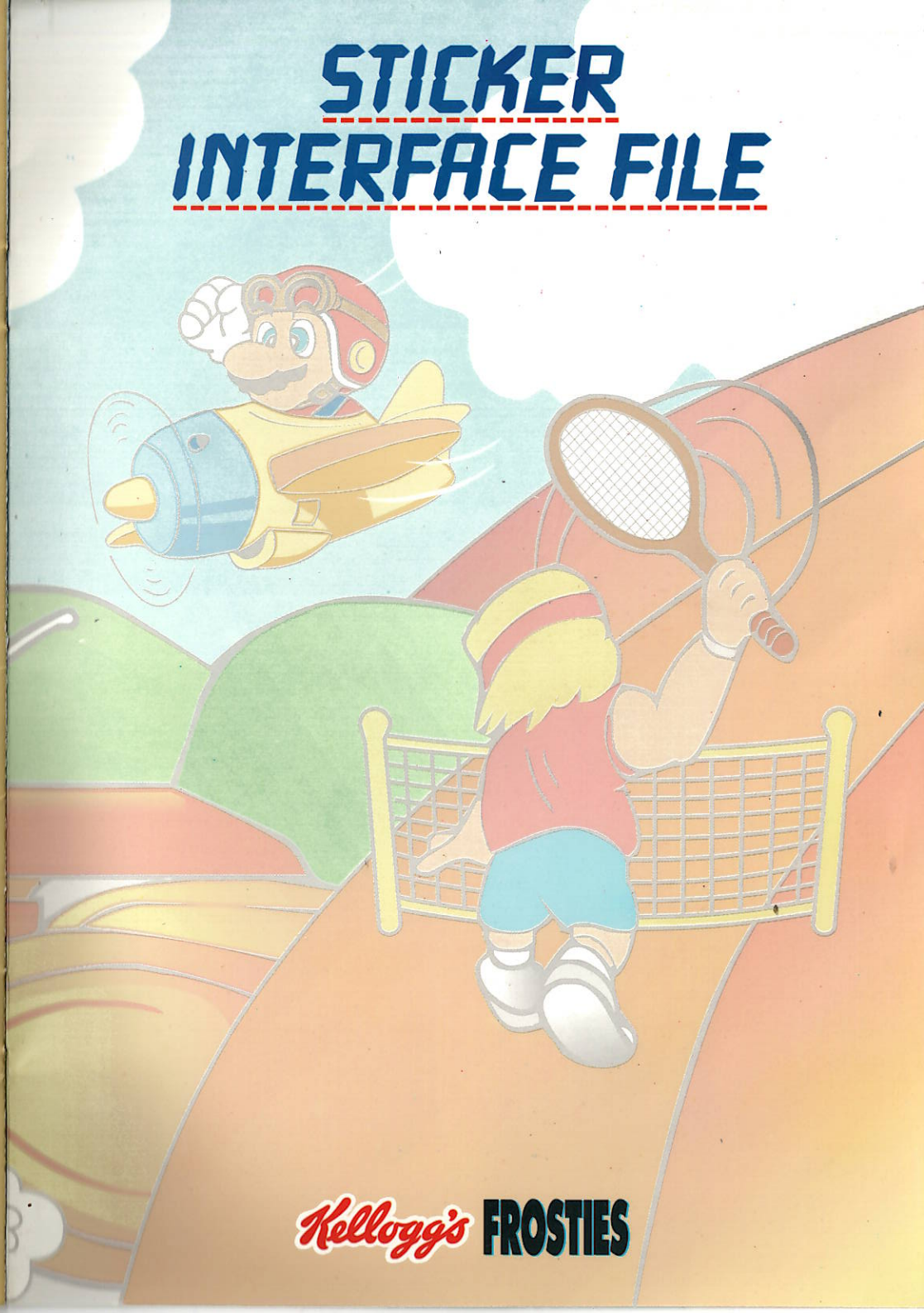

Kellogg's FROSTIES

Kellogg's FROSTIES